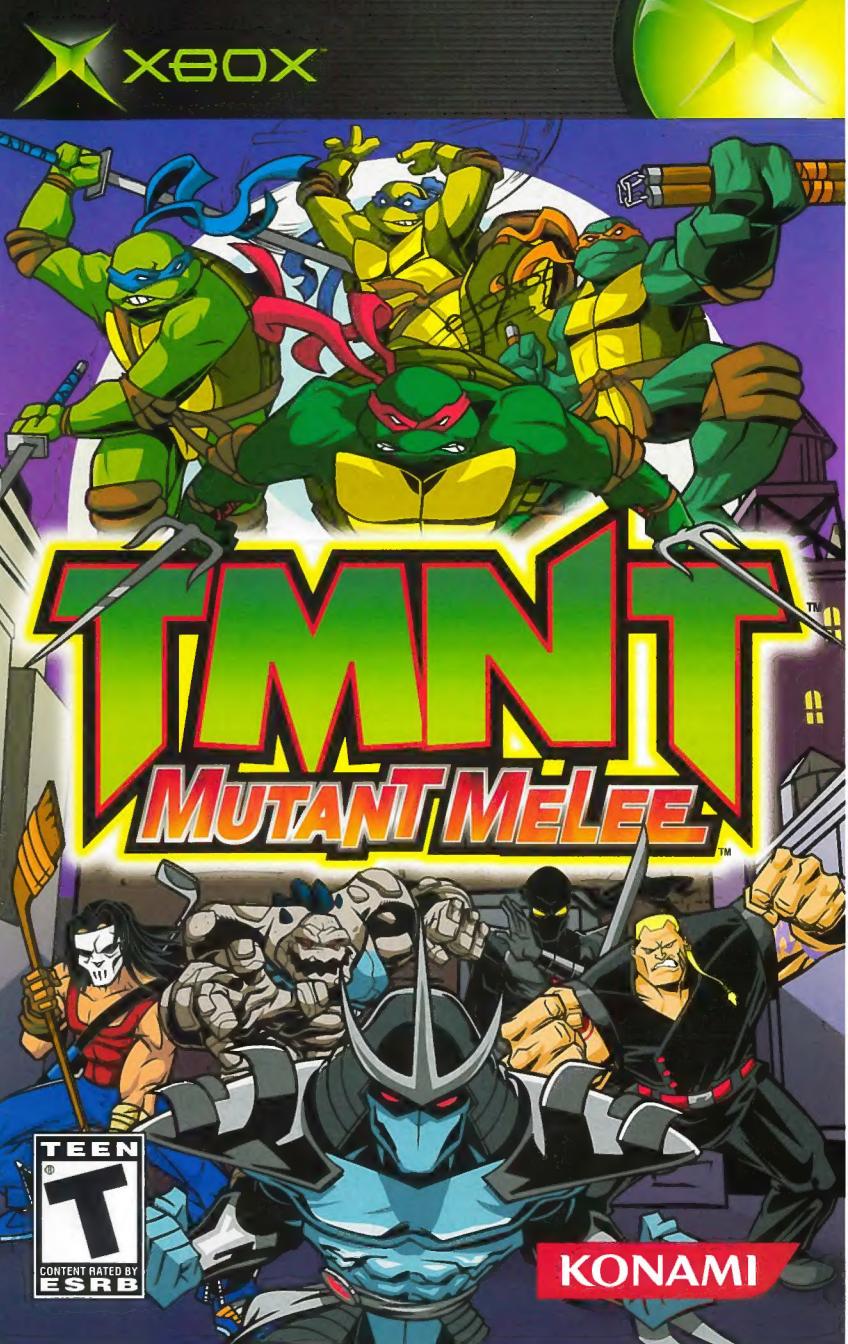




Konami Digital Entertainment - America

1400 Bridge Parkway, Redwood City, CA 94065

KONAMI® is a registered trademark of KONAMI CORPORATION. ©2005 Mirage Studios, Inc. Teenage Mutant Ninja Turtles™ is a trademark of Mirage Studios, Inc. All rights reserved. ©2005 KONAMI & Konami Computer Entertainment Studios. RenderWare and Criterion Software are registered trademarks. Portions of this software are Copyright 1998-2005 Criterion Software Ltd. and its Licensors. The ratings icon is a trademark of the Entertainment Software Association. PRINTED IN THE USA



KONAMI

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

Starting Up	2
Menu Controls	2
Game Controls	2
Game Controls	3
Introduction	4
Main Menu	5
Adventure Story	5
Character Selection	5
Map	6
Completing a Stage	6
Melee Match	7
Character Selection	7
Level Select	7
Game Styles	8
Completing a Match	9
Library	10
Saving Games	11
Saving a Game	11
Options	11
Playing the Game	13
The Game Screen	13
Pause Menu	13
Advanced Game Controls	14
Attack	14
Jump Attack	14
Block	14
Throwing a Character	15
Signature Attack Moves	15
Special Attack Moves	15
Characters and Combos	15
Turtles and Weapons	16
Items and Power Ups	18
Credits	19

STARTING UP

Menu Controls

Left thumbstick	Highlight item
A button	Select item, advance to next screen
B button	Cancel, return to previous screen
START button	Start game

Game Controls

Left thumbstick	Run/Walk
X button	Secondary Attack
A button	Main Attack
B button	Jump
R button + Y button	Shuriken (Special Power Needed)
Y button	Action
R trigger	Block
L button + X, Y or B button	Signature Moves (Situation Dependent)
L button + A button	Special Move (When Special meter is full)
R button + A button	Counter (if timed exactly as your opponents attack hits you)
START button	Pause Game

Up to four players can play with additional Xbox™ controllers.

GAME CONTROLS





INTRODUCTION

It's the ongoing adventure of Turtle versus Trouble and pretty much anyone and anything else that gets in their way. The whole fightin' family is back with the brothers, April O'Neil™, Casey Jones™ and, of course, Splinter™. But then some guys just never learn, cuz the bad boys are back, too—the Foot Tech Ninjas, Hun, and The Shredder™—with their underhanded tactics and overbearing presence. Now, you have the chance to play as any one of these characters, good or bad, in two different modes, Adventure Story and Melee Match. Take on the world one stage at a time, or mix it up with a four-at-once free-for-all. TMNT™: Mutant Melee™...so many choices, so little time.

To get started:

1. Press the START button after you see the TMNT™: Mutant Melee™ title screen. The Main Menu appears (see Main Menu on p.5).



MAIN MENU

The Main Menu is the first screen you see after you press the START button from the title screen. From here you have five options:

- Adventure Story** Open a new chapter in the ongoing saga of thrilling Turtle tales (see Adventure Story below).
- Melee Match** It's a total free-for-all thrash fest with up to four on the floor (players, that is) (see Melee Match on p.7).
- Library** This is the archive of all things Turtle. It's also where you spend your hard-earned tokens collected during the Adventure Story (see Library on p.10).
- Options** Change the game settings (see Options on p.11).



To make a selection:
 1. Press the left thumbstick up/down to highlight a selection, and then press the A button.

ADVENTURE STORY

A different Turtle, a different adventure. You never know what to expect when you turn the page in this story because each Turtle tells it in his own, unique way. Follow the brothers, or one of the other six unlockable characters, through more than 100 stages of fierce, non-stop ninja action. Earn tokens to purchase items—such as comic books, character background stories, and vehicles—from the Library (see Library on p.10). Each stage has an unlock and a pass condition so do your best to unlock all stages and receive maximum tokens. In the end, the ultimate goal is to defeat the enemy onslaught, take home more toys than the other guys, and restore some sense to your world.

Character Selection

You'll start with a choice of four Turtles, but the selection expands as you unlock characters. Here's where you make the choice of who you will take upside for a little R-and-R (rough-and-rumble). Each character's token and stage stats are displayed so you can keep track of their progress.

To select your character:

1. Press the left thumbstick left/right to highlight a character (locked characters are grayed out).
2. Press the A button to confirm your selection.
3. A description of your selected character is displayed. Press the A button to continue to the Map and stage selection.



After bonus characters have been unlocked, they can be selected by pressing the left thumbstick left/right.

Map

Only by carefully selecting the proper path in life can you hope to achieve enlightenment.

(a) A checkmark indicates a stage that has been completed the "unlock" challenge.

(b) A padlock indicates a stage that can be replayed to complete the "unlock" challenge.



1. Press the left thumbstick left/right to highlight a stage on the map. You must fight to unlock stages, but there are branching paths to different stages. Once you have completed a stage, you can move backward to get to any branch that you may have missed. You can also replay any stage and go for the "unlock" challenge for more Tokens.
2. Press the A button to see the stage description and what you must do to complete it.
3. As the stage loads on the next screen, you are given hints on how to properly execute. Press the A button to begin the battle.

Completing a Stage

After you complete a stage, the next screen displays the outcome. Sorry, it's pretty much only pass/fail in this test. If you succeed, the next screen allows you to save your game data.

1. Press the A button after the pass/fail screen to display the save game data screen.
2. You have a choice of saving the game data or canceling the save. Press the left thumbstick up/down to highlight your choice. Press the A button to select your choice, and then press it again to execute and return to the Map.

If you fail a stage, the next screen allows you to tuck your tail and run, or stand up like a real Turtle and try again. You may also want to watch for clues at the fail screen or reread the rules for the match because some of the adventures are tricky.

1. Press the A button to retry or the B button to quit and return to the Map.

MELEE MATCH

Get into it with three other characters all at the same time. The Turtles like to call it four on the floor. You'll call it complete chaos. It's up to you to turn melee time into meditation time as only the most highly-trained Turtle knows how.

Character Selection

You start with 12 characters to choose from, but you can unlock up to 10 others, to make mayhem out of a melee match. It's marvelous madness...um, okay, enough with the alliteration. Pick someone to go kick some butt with.

1. Press the left thumbstick left/right to highlight the character that you'll control.
2. Press the A button to confirm your selection.

You can leave the three computer-controlled characters for random selection, or you can change them. To change them:

1. Press the Y button and then press the left thumbstick left/right/up/down to highlight the first computer-controller character.
2. Press the A button to confirm your first CPU selection.
3. Repeat steps 1 and 2 above to change the remaining CPU characters.
4. Press the Y button to move between all four melee players and make changes.
5. When you're all set, press the A button to move on to the Level Select screen (see Level Select below).

Level Select

Melee Match allows you to control the site of the match as well as the style of play. There are five levels when you first begin, and four styles of play. The style of play is dependent on the level you select.

1. Press the left thumbstick left/right to move back and forth between the different levels. The name of the level and its style of play are displayed to the left of its image.
2. Press the A button to select your level and advance to the Game Options screen. The game options vary depending on the style of play.

You can unlock up to 15 additional levels by successfully completing battles during your adventure. Once a level is unlocked, you can select it from the Level Select screen.

Game Styles

MELEE MATCH

In a Melee Match, there are actually two sub-styles of play, Knock Out and Last Man Standing (Hey! What if the last "man" is actually a Turtle!?).

KNOCK OUT

In a Knock Out Melee, the first one to reach a predetermined number of knockouts is the winner. If time expires before anyone reaches the knockout goal, then the character with the most knockouts at the time wins. You determine the required number of knockouts, the computer opponent skill level, and the time length of each match.

Number of Knock Outs Between 5 and 50 in increments of 5.

AI Difficulty Easy, Medium, or Hard.

Time Per Game Between 1 and 5 minutes in increments of 30 seconds. There is also a "no time limit" option.

LAST MAN STANDING

In this style, it's all about survival of the fittest. Avoid taking hits and falls and keep your health. There is no time limit—it truly is a fight until only one is left. You determine the starting health level of all players and the computer opponent skill level.

Health Between 125 and 500 in increments of 25.

AI Difficulty Easy, Medium, or Hard.

KING OF THE HILL

The object of this style of play is to earn points by controlling the circle that appears randomly around the level. Move toward the light, grasshopper, then knock the heck out of whoever happens to be standing nearby.

Points Between 20 and 200 in increments of 10.

AI Difficulty Easy, Medium, or Hard.

KEEP AWAY

The object of this game is to keep the chest away from your opponents and hold onto it yourself until you reach the set number of points. Attack opponents to force them to drop the chest. Press the Y button to pick up or throw the chest.

Points

Between 20 and 200 in increments of 10.

AI Difficulty

Easy, Medium, or Hard.

To set game options:

1. If available, press the left thumbstick left/right to select a sub-style (Knock Out and Last Man Standing).
2. Otherwise, press the left thumbstick up/down to highlight one of the options.
3. Press the left thumbstick left/right to change the highlighted option.
4. Once all options are set, press the A button to display the match instructions. Press the A button again to start.

Completing a Match

Once a match is over, the order of finish is displayed, from champ to chump. Now you have three options:

- Press the B button to return to the Main Menu.
- Press the Y button to replay the match.
- Press the A button to start a new Melee Match. This returns you to the Character Select screen.



LIBRARY

The Library is where you exercise the greatest muscle in the ninja body: your brain. In this case, it holds vast amounts of data that you need to really know the Teenage Mutant Ninja Turtles.

Certain areas of the Library require a fee just to enter them. Others require additional fees in order to purchase the items they contain. Some areas are completely free. Fees come in the form of tokens, which you earn by completing stages with each character during the Adventure Story (see Adventure Story on p.5).

History of the TMNT™	Read about how the Turtles were born and their interesting histories.
Biographies	Purchase the biography of your favorite character(s) and then take some time to learn a little more about their private lives. While reviewing a character's bio, you can also view his or her Gallery. However, each gallery image will cost you a little bit more.
Comic Books	These are the classics; the totally cool first episodes of the Teenage Mutant Ninja Turtle comic books. Keepers for sure!
Toys by Playmates®	Add to your personal stash of collectible toys from Playmates®.
Outtakes	Behind the scenes images that didn't make it to the main game. See some of the "mistakes" that were made during the development of TMNT™: Mutant Melee™.
Vehicles	There are 15 of them and they're worth browsing in the Library. Pay the tokens, take a look for yourself.
Locations	Hey, nobody ever said travel was cheap! If you wanna see all the exotic locations that the Turtles get to "visit," you gotta pay. Think of it as a preview of what's ahead.
Other Media	You like movies, don't ya? Think of this as your own personal box office. This is the part of the Library where the movie collections are kept.

To make your selections in the Library:

1. Press the left thumbstick up/down to highlight the Library section you want to visit and then press the A button. A screen may pop up that tells you the cost in tokens to enter the room. Press the left thumbstick up/down to highlight YES or NO and then press the A button.
2. Once you're in a room, press the left thumbstick up/down/left/right to highlight a selection and then press the A button. A screen will pop up that tells you the cost in tokens to enter the room. Press the left thumbstick up/down to highlight YES or NO and then press the A button.
3. Press the A button to finish viewing a purchased item and return to the room.
4. Press the left thumbstick up/down/left/right to highlight PREVIOUS and then press the A button to exit a room. You can also just press the B button.

SAVING GAMES

⌚ Saving a Game

1. Game data is saved either manually or automatically as you play the game. This option is adjusted in the Options menu. You can also manually save games by visiting the Options menu (see Options below).

OPTIONS

What good is complete chaos in a no-time-limit Knockout Melee Match unless you have the perfect music accompaniment and sound effects? Set your sound and graphics options here, as well as your save/load settings.



Save/Load

Load Load game data that has been previously saved.

Save Save all game data that has been entered to this point.

Delete Delete all previously-saved game data. Be careful with this one!

Autosave Turn this option ON to automatically save games after each Stage completion. Otherwise, games must be saved manually.



To change Save/Load settings:

1. Press the left thumbstick up/down to highlight an option.
2. Press the A button to select an option and then press the left thumbstick up/down to confirm or cancel your selection. Press the A button again to return to the Save/Load screen. For the Autosave option, press the left thumbstick left/right to turn it ON or OFF.
3. When all settings are complete, press the A button to return to the Options screen. You can also press the B button to cancel any changes and return to the Options screen.

Sound

Music Volume Some Turtles battle better with just the right tunes crankin' in the background.

FX Volume This controls the volume of sound effects in the game.

Voice Volume Master Splinter says to speak softly and carry a big stick (or Sais, nunchakus, or sword). Set your voice volume here.

To change sound settings:

1. Press the left thumbstick up/down to highlight an option.
2. Press the left thumbstick left/right to make adjustments.
3. When all settings are complete, press the A button to confirm and return to the Options screen. You can also press the B button to cancel any changes and return to the Options screen.

Controller

The effects of the game are felt through vibrations in the Xbox controller.

To turn the Vibration feature on or off:

1. Press the left thumbstick left/right.
2. When finished, press the A button to save and return to the Options screen. You can also press the B button to cancel any changes and return to the Options screen.

View the game credits from the Options menu by pressing the Y button. Return to the Options screen by pressing the A button.

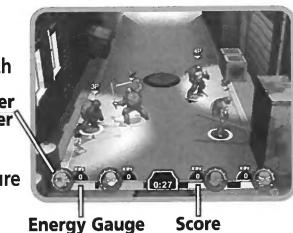
PLAYING THE GAME

Your instincts will kick in soon enough and you'll find that adrenaline goes a long way toward learning. For the tips and tricks that might not be so instinctual, read on.

• The Game Screen

Energy Gauge

Shows the amount of health remaining in each character's life.



Power Meter

This shows the amount of power at your disposal. Power is required to execute signature moves or throw Shuriken. When this meter is full, you can execute a Special Move.

Score

The score changes depending on the game being played. It shows the number of knockouts in Melee Last Man Standing or Knockout matches. It shows the number of points in a game of Keep Away or King of the Hill.

The leader during a King of the Hill battle is shown with a crown over his or her head.

Watch for the weapons that might be left behind when an object is destroyed in the battle area. First one to the weapon gets to use the weapon. Press the Y button to pick it up and press the main attack button the A button to use it.

• Pause Menu

Press the Start button at any time during a fight to pause the game. The options are simple and straightforward.

Resume Resume the fight.

Quit Quit the current stage and return to the Main Menu.



1. Press the left thumbstick up/down to highlight your choice, and then press the A button to proceed.

ADVANCED GAME CONTROLS

Your abilities have brought you far, but your current knowledge is only the beginning. There is much more for you to learn in the way of the ninja.

Attack

The attack is the foundation of everything you do. A well-executed attack establishes your authority in battle and your ranking among the Turtles.

Attacks are carried out by pressing the A button (Main Attack) and the X button (Secondary Attack). The A button is your main attack and the start for all Combos. Use mixtures of A and X to mix and match your combos.



The same key performs different attacks depending on whether your Turtle is moving or not. Even when your Turtle is standing still, he advances on his opponent if he is employing an attack move.

Jump Attack

Jumping, leaping, and attacking. Certain characters have jump attacks that are great for starting or continuing combos.

To perform a jump attack:

1. Press the B button while moving in the desired direction and then press the A button.



Block

It is a wise Turtle who thinks of self preservation in the heat of battle. You cannot win by always being on the offensive. Sometimes, you must defend blows from your opponents.

To block an incoming attack:

1. Press the right trigger as an attack is being made against you.

Don't be afraid to counterattack. To counterattack:

1. Press the right trigger at the exact moment your enemy attacks and then immediately press the A button.

Throwing a Character

If your opponent is blocking too much, feel free to pick him up and throw him across the room. You can also pick up an opponent who is lying on the ground.

To pick up an opponent:

1. Move toward him or her and press the Y button.
2. Press the Y button again to throw an opponent.



Signature Attack Moves

Each character has three signature moves. These are activated by holding the L button and pressing the X, Y or B buttons. Some of these moves are situational, so learn your moves and figure out when is the best time to use them.

Special Attack Moves

As you fight your foes, the damage you do will build your special attack meter (visible around your character's head). When the circular meter is full, you can do your most powerful special attack.

To execute a special attack:

1. Hold the L button and press the A button.



Characters and Combos

There are 4 basic combos that each character can do. These can be mixed and matched with your secondary move, your special move and your signature moves. Be creative and you can do some amazing combos with juggles, air attacks and bouncing characters off the wall. The effect of each combo varies with each character. Some will launch your opponent into the air (to setup for a combo link). Some will knock them back. Learn your characters and you will be able to do some amazing things.

[A] → [A] → [A]	Combo 1
[A] → [A] → [X]	Combo 2
[A] → [X] → [A]	Combo 3
[A] → [X] → [X]	Combo 4

TURTLES AND WEAPONS

Splinter named his protégés after he discovered a book on Renaissance art that was washed down a storm drain. Now, they have advanced their ninja abilities to an art form.

Leonardo™ I try to be the leader of the team, since someone has to be and I'm the only one who seems to be interested in order. It's often frustrating to choreograph tactics only to see them disappear in an emotional outburst from one of my brothers. I take Ninjitsu very seriously, as it should be. As it must be. Ninjitsu is not a game!



Donatello™ I've been described as the "brains" of the TMNT™. I suppose that's because I'm fairly studious and industrious. I've become a reasonable "Mr. Fix-It." I can repair just about anything, and I'm also fortunate to have a knack for inventing gadgets and machines. Of the four TMNT™, I suppose that I'm the most reserved. I tend to be a little too preoccupied with my own thoughts, but I think that I'm still very attentive to my family and friends' needs. It's hard not to get lost in thought, though! I'm working on it. There's just so much to do, it's sometimes hard.



Raphael™ What can I say that hasn't been said a billion times before? Not much. I'm the "dark" one. The Cynic. The Pessimist. The Crazy. The Angry Young Man. Or, for those of you who ain't Polyannas, the Realist. It's a dog-eat-dog world, and I'm a Big Dog... but I lie low unless somebody gets my back up. I don't start 'em, I finish 'em. I'm out of clichés... but those sum me up nicely. I'm pretty anti-social and short-tempered, I admit. Most people just get on my nerves. I



Michelangelo™ Yo yo yo! I'm the "Party Dude!" Heh heh! What a goofy thing to be! But it's fun! I dunno, the other guys seem so down sometimes, they need me around just to lighten things up! Life's a beach! This is weird... writing about myself! I dunno what to say really! Fun is where it's at! Life is what you make it, so make it a blast! Happiness is a journey, not a destination! Being a Turtle is awesome! What else CAN I say?



Enemies Enemies take many forms and must be approached in many different ways. They use unique attack and evasive moves, so be prepared for a few surprises.



ITEMS AND POWER UPS

Sometimes, just when it looks like your about to lose the fight, a shoulder-mounted rocket launcher appears from out of thin air. There are plenty of weapon assists in the game as long as you know where to find them and are the first to get to them.

Crates Smash'em, toss 'em, use them as weapons of crash destruction. You never know what secrets they hold inside. If you break weapons you could get a power up. If you throw it at an opponent he could get a negative effect.



Oil Drums Depending on how you use them, these can work for or against you. These are highly explosive and they have a good-sized blast radius, so steer clear of them. However, they can be used as weapons against your opponents. Also, Oil Drums explode when an you hit them with an attack or if they are thrown. Press the Y button to pick up an oil drum; then press it again to launch it.



Weapons Crate Special crates have weapons in them. Bust a crate, get a weapon. Unless your opponent gets it first. And there are some good ones, like a giant axes, swords, and spiked bats. There are rocket and grenade launchers, too. Press the Y button to pick them up as soon as they appear.



CREDITS

KONAMI COMPUTER ENTERTAINMENT STUDIOS, INC.

EXECUTIVE PRODUCER
Kengo Nakamura

DIRECTOR
Hideyuki Tsujimoto

PACKAGE DESIGN
Yukihide Murakami
Tatsuhiiko Yamamoto

KONAMI CORPORATION

CHIEF OFFICER
Kazumi Kitae

GENERAL MANAGER
Masato Sakai
Tetsuya Hiyoshi

PRODUCT MANAGER
Ayako Tateyama
QA
Roppongi Monitoring Center (RMC)

KONAMI COMPUTER ENTERTAINMENT HAWAII, INC.

PRODUCER
Daniel Tyrrell

LEAD PROGRAMMER
Scott Marison

SENIOR PROGRAMMER
Maxwell Cornelius Zietz

PROGRAMMERS
Hawi Stecher
Matthew Nakao
Jeffrey Liao

LEAD ARTIST
Nate Clowar

SENIOR ARTIST
Toshiaki Ideo

ARTISTS
Mari Yamaha
Neil Choy
Kazuhiiko Ninomiya
Masaki Sugimoto

ANIMATORS
Ty Robinson
Jared Bailey

PRODUCTION MANAGER
Naoko Muldowney

AUDIO MANAGER
Jun Funahashi

LEAD SOUND DESIGNER
Jaren Tolman

SOUND DESIGNERS
Brad Meyer
Stillwind Borenstein

ORIGINAL GAME DESIGN
Mitsuhiro Nomi

SPECIAL THANKS
Mitch Ueno
Meghan Nishimizu
Dan Dubois
Sherry Sasuga
Patrick Burke

KONAMI DIGITAL ENTERTAINMENT - AMERICA

PRESIDENT
Tommy Gotsubo

CHIEF OPERATING OFFICER
Geoffrey Mulligan

SENIOR VICE PRESIDENT OF SALES & MARKETING
Catherine Fowler

VICE PRESIDENT - OPERATIONS
Linda Stackpole

VICE PRESIDENT - PRODUCTION
Kurt Busch

SENIOR DIRECTOR - PRODUCT MARKETING
Rick Naylor

ASSOCIATE DIRECTOR OF MARKETING
Brad Schlachter

GROUP MANAGER
Erica Mason

DIRECTOR - MARKETING COMMUNICATIONS
Cherrie McKinnon